Sytze Zeijlmaker
Full-stack Developer

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No UK sponsorship required

Professional experience

Senior Software Developer & Squad Lead   Sumdog   Oct 2023 - Jun 2025

Ruby (Rails, Rspec, Sidekiq), Scala (Akka), JavaScript/TypeScript/CoffeeScript (Vue.js, AngularJS, jQuery), Postgres, Hotwire Turbo, AWS (ECS, EC2, RDS, Lambda, S3), Docker, Terraform, Ansible, GitLab CI/CD, REST, Sentry, NewRelic

• Led team of another senior developer, a QA and a PM, building and maintaining dashboard reports, student/class management and curriculum progression system which handles ~1.5M questions a day.
• Reduced the average number of questions to complete a skill from 132 to 53 without reducing answering accuracy, which is a 280% increase of educational value per time spent, by transforming the curriculum progression system from linear to non-linear, modifying the educational phases, temporarily pausing 'difficult' learning strands, and making the prerequisites for completing a skill more effective.
• Created user-friendly, customisable dashboard reports backed by billions of datapoints, ensuring good performance by denormalizing data and writing efficient queries and indexes.
• Improved GDPR and CCPA compliance by adding processes to detect, verify and anonymize old data and updating the sign up flow to avoid retaining any data until the user is confirmed to be an adult.
• Identified and solved security vulnerabilities, including one that allowed anyone to create an account with full access to any school. Implemented JWT authentication for our microservices, increased protection against XSS, and added processes to detect vulnerabilities in the future.
• Completely rebuilt class, student and subscription management UI in less than a quarter.
• Integrated Xporter API into the product, allowing full and partial syncs of school data to the API source, including processes to match and link pre-existing users. The syncs are fault-tolerant and report warnings about invalid or missing data in a clear way.
• Optimized our most time consuming endpoint from using 13% to 7% of **total** server time (NewRelic) by batching requests using a Redis queue.
• Optimised queries, reducing one endpoint from an average of 20s to 7s for big schools.
• Made improvements to CI/CD pipeline, adding extra checks and making it easier to deploy and roll back.
• Untangled, cleaned up and simplified code, deleting over 10.000 lines of dead code and restoring browser history functionality by separating frontend frameworks and replacing PJAX with Turbo.

Head of Digital Development   University of Bath   Sep 2022 - Sep 2023
Ruby Developer   University of Bath   Apr 2022 - Aug 2023

Ruby on Rails, JavaScript (jQuery), Oracle DBMS, Hugo (SSG), GitLab CI/CD, PHP, WordPress

• Led team of 3 other developers and 1 UX designer, building features for bespoke CMS 'Typecase', acting as a lead developer, product manager and line manager, directly reporting to the CMO.
• Optimised time to publish a page from 2-3m to 30-50s, which includes regenerating the entire site.
• Upgraded all apps from Ruby 2.7 to 3.2, PHP 5.6 to 8.0, replaced DataMapper ORM with ActiveRecord, increased test coverage, refactored hard to read code and taught best practices.
• Led successful recruitment, interview process and onboarding for 2 new Ruby developers.

Full-stack Developer   Endeavour Group   Oct 2019 - Mar 2022

PHP (Laravel, Symfony, CodeIgniter, WordPress, PHPUnit), TypeScript (Angular, Ionic), Postgres, MySQL, GitLab, Apollo GraphQL, REST, JSON:API

• Built and maintained mobile apps, websites, CMSes and APIs using SOLID, TDD and Clean Code.
• Implemented GraphQL layer, chat, inappropriate picture detection and led front-end on new dating app.
• Implemented activity feed, shared photo albums and location based notifications on social media app.
• Vastly improved and performance optimised product search and check-out flow on wine webshop.
• Mentored trainees and interns and held tech presentations.

Education

BMus Classical Composition   Codarts Convervatory   2019

JavaScript, WebGL, GLSL, WebAudio, WebMIDI, SuperCollider   github.com/sytzez/audiovisual

Developed tools for real-time generated audiovisual performances and algorithmic music composition.